

CLAIMS

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1. A gaming machine of the type commonly referred to as a slot machine, comprising:
a cabinet having a front face and overall dimensions consistent with a traditional slot machine;
video display means including a player viewing touch screen occupying a first portion of said front face, said screen having a vertical dimension and a horizontal dimension, said vertical dimension being substantially larger than said horizontal dimension, said screen being operative in an attract mode to present a plurality of game identifying logos for touch selection by a game player, and operative in a play mode to present animated video game graphics to the game player, said graphics defining on said screen, during said play mode, a user interface region having at least one active area for enabling player input, a gaming display region for displaying game proposition indicia, and a pay-out chart region for displaying payout indicia corresponding to the displayed proposition;
electronic means including a processing unit, video data storage means, audio data storage means, and a video board communicatively coupled to said processing unit, and software means
for normally causing said electronic means to display an attract mode presentation on said screen,
for causing said electronic means in response to player touch selection of one of said logos to extract preprogrammed video and audio data from said video and audio storage means
for causing said electronic means to generate video signals for causing said video display region
for causing said electronic means to generate audible sounds associated with said graphics, and
for causing said electronic means to be responsive to subsequent player input via said active area and operative to execute play of the selected game.

2. A gaming machine as recited in claim 1 wherein said video display screen has a 16x9

2 aspect ratio.

1 3. A gaming machine as recited in claim 1 wherein said video display means includes a
2 cathode ray tube having a display screen with a 16x9 aspect ratio.

1 4. A gaming machine as recited in claim 3 wherein the line traces of said cathode ray tube
2 are orthogonal relative to displayed image horizontal directions.

1 5. A gaming machine as recited in claim 1 wherein said cabinet includes an annunciator
2 means disposed above said display screen.

1 6. A gaming machine as recited in claim 1 wherein said electronic means includes a stereo
2 sound generating means.

1 7. (Once amended) A gaming machine as recited in claim 1 and further comprising
2 alternative player means including a plurality of buttons for allowing a player to assert gaming
3 input selection.

1 8. A gaming machine as recited in claim 1 having currency input means occupying a second
2 portion of said front face.

1 9. A gaming machine as recited in claim 8 and further comprising currency pay-out means
2 associated with a third portion of said front face.

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2 10. In a gaming machine of the type commonly referred to as a slot machine and including a
3 display means, electronic means having a processing unit and a video board communicatively
4 coupled to the processing unit, the electronic means being operative to drive the display means to
5 produce gaming images on the display means, and player interface means, an improved display
6 means comprising:

7 means forming a display touch screen having a vertical dimension and a horizontal
8 dimension, said vertical dimension being substantially larger than said horizontal dimension,

9 said screen being operative in an attract mode to present a plurality of game identifying logos for
10 touch selection by a game player, and operative in a play mode to present associated motion
11 video game graphics to a game player, said graphics defining on said screen, during said play
12 mode, a user interface region having at least one active area for enabling player input, a gaming
13 display region for displaying game proposition indicia, and a pay-out chart region for displaying
14 payout indicia corresponding to the displayed proposition, the electronic means being
15 programmed to normally cause an attract mode presentation to be displayed on said screen, and
16 in response to player touch selection of one of said logos, said electronic means being
17 programmed to generate video signals for causing said video display means to display
18 corresponding game graphics on said display screen within said gaming display region, and to
19 generate audible sounds associated with said graphics, said electronic means being responsive to
20 subsequent player input via said active area and operative to execute play of the selected game.

1 11. In a gaming machine as recited in claim 10 wherein said display screen is formed by the
2 image producing surface of a cathode ray tube.

1 12. In a gaming machine as recited in claim 11 wherein the line traces of said cathode ray
2 tube are orthogonal relative to displayed image horizontal directions.

1 13. In a gaming machine as recited in claim 10 wherein said display means is a video display
2 device having an aspect ratio of 16x9.

1 14. In a gaming machine as recited in claim 10 wherein said interface means includes at least
2 one of the following: a touch screen; a plurality of manual input buttons; an actuating handle; a
3 card reader; a coin handler; a bill reader.

1 15. A gaming machine as recited in claim 1 wherein said video display means includes a
2 cathode ray tube having a display screen with a 4x3 aspect ratio.